JUSTICE LEAGUE HEROES™

TEEN
T
CONTENT RATED BY ESRB

DC™

developed by snowblind studios

WB GAMES™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating please visit www.esrb.com.

CONTENTS

GETTING STARTED 2

CONTROLLER 3

THE JUSTICE LEAGUE 5

THE MENUS 6

BASIC MENU CONTROLS 6
MAIN MENU 6

THE CONTROLS 8

HERO MOVEMENT CONTROLS 8
HERO COMBAT CONTROLS 8
ADVANCED ATTACK COMBINATIONS 9
PAUSING THE ACTION 9

THE JUSTICE LEAGUE HEROES 10

SUPERMAN 10
BATMAN 11
MARTIAN MANHUNTER 12
ZATANNA 13
THE FLASH 14
GREEN LANTERN 15
WONDER WOMAN 16

THE HEADS UP DISPLAY (HUD) 17

HERO HUD 17
MAPS 18

HERO INVENTORY 19

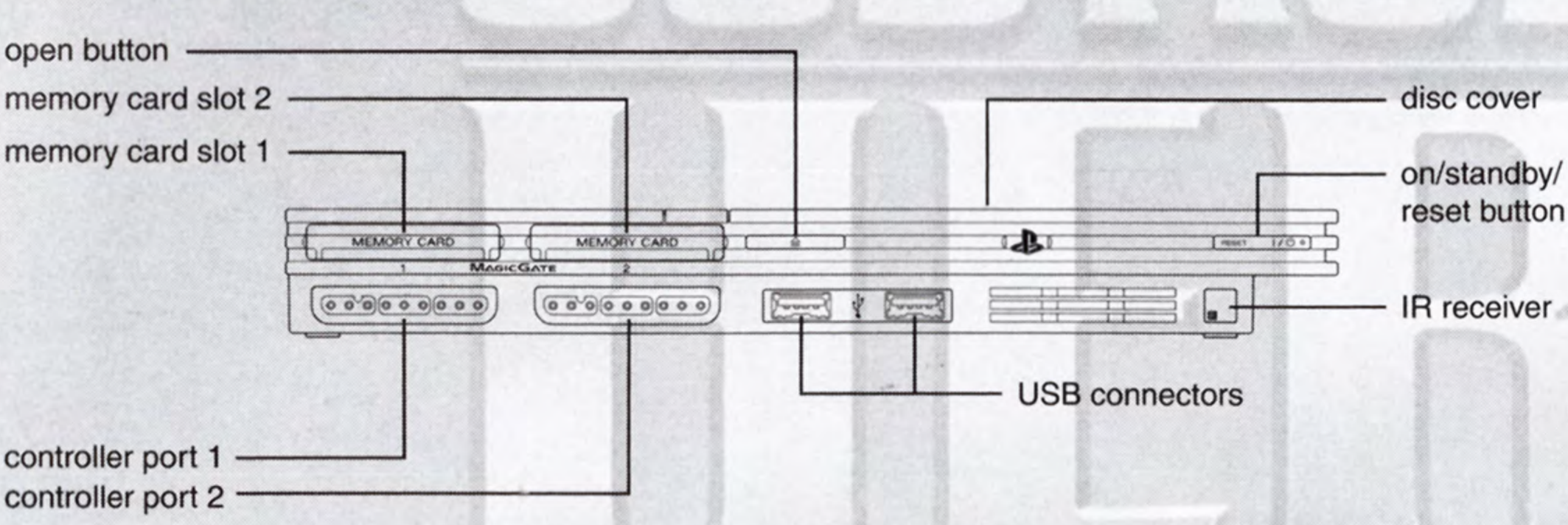
THE STATS SCREEN 19
POWERS 19
BOOSTS 20
COMBINING BOOSTS 22
BIO 22
LOG 22

PUZZLES, POWER-UPS & BOOSTS 23

PUZZLES & DOORS 23
EXPERIENCE ORBS, POWER-UPS & BOOSTS 23

CREDITS 24

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the JUSTICE LEAGUE HEROES™ disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

JUSTICE LEAGUE HEROES has both single-player and two-player game modes. For single-player games, connect a DUALSHOCK®2 analog controller to controller port 1 of your PlayStation®2 system before starting play. For two-player games, connect a second DUALSHOCK®2 analog controller to controller port 2 of your PlayStation®2 system.

DC SUPER HEROES™ IN A LEAGUE OF THEIR OWN!

YOU CAN OWN THEM ON DVD

warnervideo.com classicartoonsdvd.com dccomics.com

DOLBY DIGITAL CC

JUSTICE LEAGUE, BATMAN and All Related rs and Elements Are Trademarks of and © DC Comics. © 2006 Warner Br inment Inc. All rights reserved.

THE JUSTICE LEAGUE

Military robots run amok at a high-tech research facility in the financial district of *Metropolis.* Extra-dimensional monsters take over a top-secret Arctic Communications relay facility. A missile base is attacked by super-powered criminals who have never before worked together. And deep beneath the surface of Mars, dozens of alien warriors are released from their long imprisonment.

These seemingly unrelated events prove to be multiple pieces of a single master plan devised by one mind.

Opposing this "mind" is the combined force of the *World's Greatest Super Heroes:*

- SUPERMAN, the *Man of Steel* and the standard by which all other Heroes are measured;
- BATMAN, the *Dark Knight Detective* who has trained himself to the physical and mental peak of human ability;
- WONDER WOMAN, princess of a race of Amazons, warm and wise but also the fiercest warrior on the team;
- THE MARTIAN MANHUNTER, last survivor of his home world, gifted with a seemingly endless array of superpowers;
- THE FLASH, the *Fastest Man Alive,* capable of running at speeds faster than light;
- GREEN LANTERN, wielder of the awesome Power Ring, the most powerful weapon in the universe; and
- ZATANNA, the beautiful mistress of the mystic arts.

Together they are the JUSTICE LEAGUE. From "the Watchtower," their headquarters on the surface of the moon, the Justice League stands vigil over the Earth, protecting her people from threats large and small.

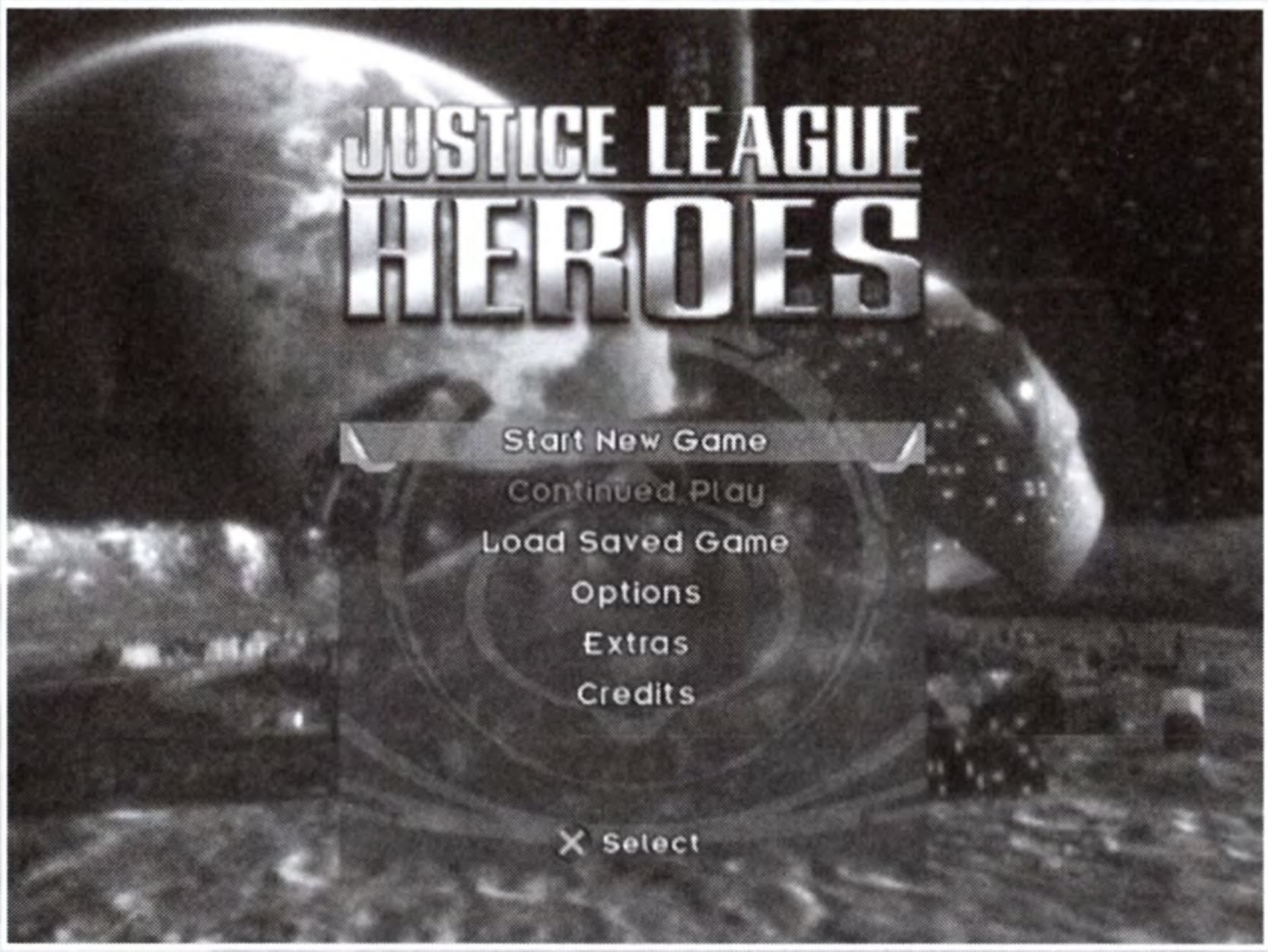
This latest threat will prove to be the League's greatest challenge ever!

THE MENUS

BASIC MENU CONTROLS

- Press the ⊗ button to begin.
- Use the left analog stick or directional buttons to view and cycle through the different game options.
- Press the ⊗ button to make a selection, accept changes to an option setting or progress to the next screen.
- Press the △ button within a sub menu to return to the previous screen.

MAIN MENU



Start New Game	Start a new game. Select one player or two players when prompted. Select difficulty level from **Easy, Medium,** or **Hard.** (**Elite** and **Superhero** difficulty levels will be unlocked upon completion of game.)
Continued Play	Restart the game using characters from a completed game. Now you can continue to level up the Heroes to their maximum abilities. When starting the game again, you can select a different level of difficulty from the previous play-through.

Load Saved Game	This menu offers you a choice of previously saved games. Select the saved game you would like to play and press the ⊗ button to load.
Options	Make the following option adjustments using the menus provided. Press the ⊗ button to select and confirm an option, adjust settings with the directional buttons ⬅/➡ or left analog stick, and return to the previous screen with the △ button.
Brightness	Set the brightness level (0-100) using the slider provided.
Music Volume	Set the music volume (0-100) using the slider provided.
SFX Volume	Set the SFX volume (0-100) using the slider provided.
Exp Split	Change the distribution of experience the characters pick up. The number shown is the percentage the character who picked up the experience bubble receives.
Damage Numbers	Switch to ON to display the amount of damage your Hero inflicts on enemies.
Vibration Function	Set the controller vibration ON/OFF.
Extras	View the cinematics from JUSTICE LEAGUE HEROES (once unlocked) and trailers for upcoming DVD releases for *Smallville, Justice League Unlimited* and *Batman Beyond.*
Credits	View the full list of game credits.

THE CONTROLS

HERO MOVEMENT CONTROLS

left analog stick	Movement: Walk and Run
right analog stick	Rotate camera; Zoom in/out
△ button	Jump
△ + △ button	Fly/Hover/Flip/Glide (tap again to land)
directional buttons ↑	Swap Heroes. During two-player games, both players can hold their directional buttons ↑ at the same time to swap Heroes with each other.
R3 button (push in right analog stick)	Open Map (push repeatedly to toggle between large view, small view, and off)

HERO COMBAT CONTROLS

△ button	Jump; Press twice to Fly/Hover/Flip/Glide
○ button	Strong attack; Attack with object
✕ button	Quick attack; Attack with object
□ button	Action; Pick up object/enemy; Throw held object/enemy
R1 button	Block
L1 button	Bring up Superpowers Menu and use in combination with the ✕, ○, □, △ and R1 buttons to launch each Hero's special abilities (See Heroes' descriptions starting on page 10 for more information on their powers and abilities.)
directional buttons ↓	Set partnering Hero to Normal attack mode (single-player level only)
directional buttons ←	Set partnering Hero to Defensive attack mode (single-player level only)
directional buttons →	Set partnering Hero to Aggressive attack mode (single-player level only)

ADVANCED ATTACK COMBINATIONS

Using attack combinations will help defeat enemies quickly while boosting the Heroic Meter (see *The Heroic Meter* on page 18). You can coordinate these attacks using combinations of Quick attack (✕ button) and Strong attack (○ button).

The standard combos for all characters are:

- ✕, ✕, ○ buttons
- ✕, ○, ✕ buttons
- ○, ✕, ✕, ○ buttons

These combinations work on the ground or when flying.

PAUSING THE ACTION

Press the START button to pause the game at any point during play. Doing this opens the Pause Menu, offering the following selections:

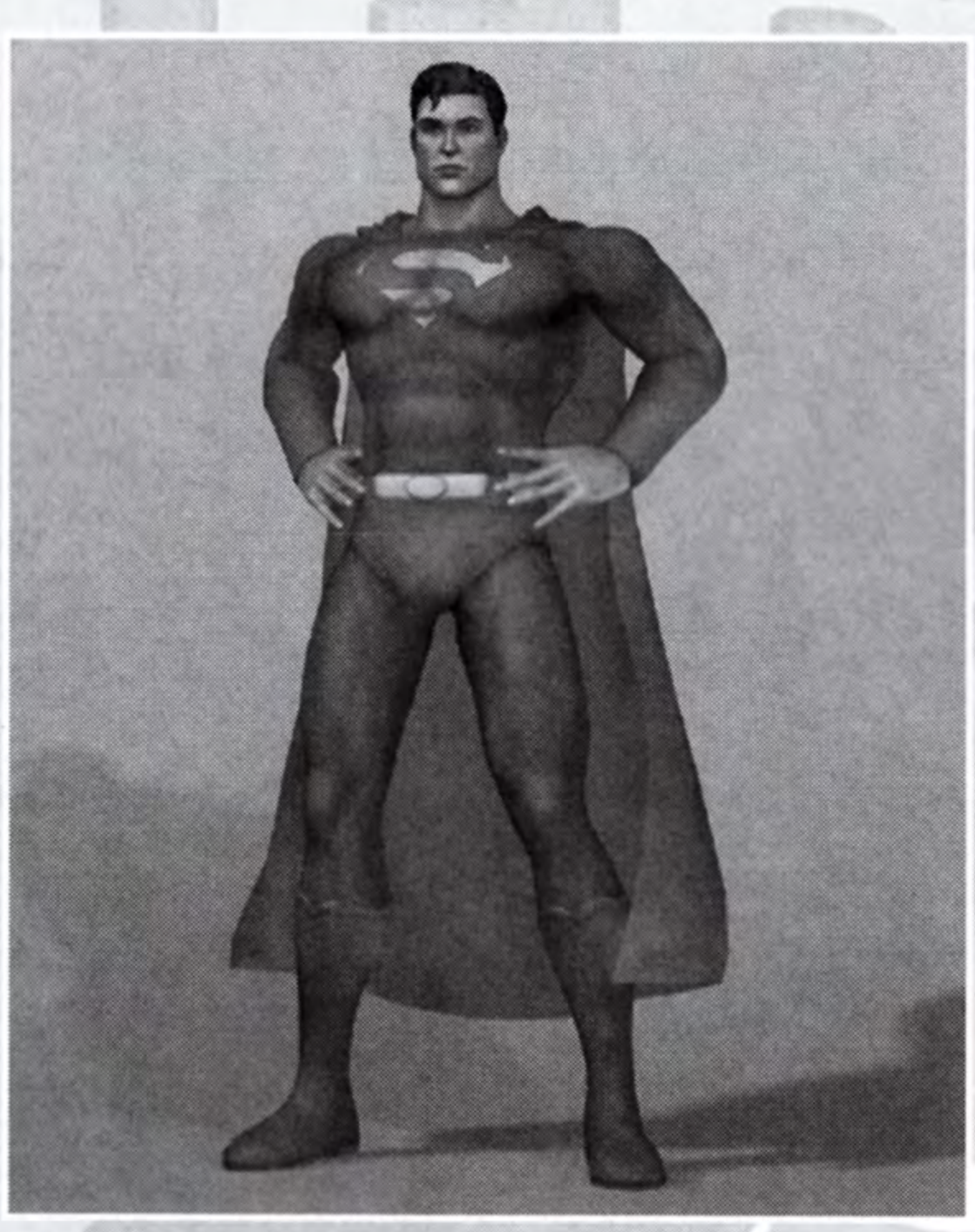
Return to Game	Go back to the action.
Change Save Slot	Change the slot in which the game will be saved.
Load Game	Load a previously saved game.
Add Human Player 2	Add a second human player to your single-player game.
Remove Human Player 2	Remove the second human player from your game. This will put you back into single-player mode.
Options	Open the Options Menu. (See page 7 for details.)
Restart Episode	Restart the current episode you're playing. (All game data and progress since the beginning of the episode will be lost.)
Exit Game	Quit the current game and return to the Main Menu.

THE JUSTICE LEAGUE HEROES

Each Justice League Hero has unique powers and attributes that he or she uses in the pursuit of justice. You activate these abilities by holding down the L1 button while simultaneously pressing the corresponding power button. The Hero's internal supply of power, displayed as a blue Power Meter, is drained with each use. If the Power Meter becomes depleted, a Hero's power will not work until the Power Meter has regained enough charge to support that power.

SUPERMAN

The last survivor of the planet *Krypton*, the Hero known as Superman was raised on earth as humble *Clark Kent.* Fueled by the Earth's yellow sun, Superman uses his astounding powers of strength, flight, super breath, enhanced hearing and vision to champion truth and justice. He is a symbol of hope across the galaxy.



SPECIAL POWERS

Heat Vision
Shoots piercing beams of heat from his eyes.

L1 + ⊗ button

Super Punch
A huge uppercut blow. Hold down the button to charge up the power to maximum strength.

L1 + ○ button

Flying Strike
An intense charge that damages everything in its path.

L1 + △ button

Super Breath
Incredibly cold breath that damages and freezes enemies.

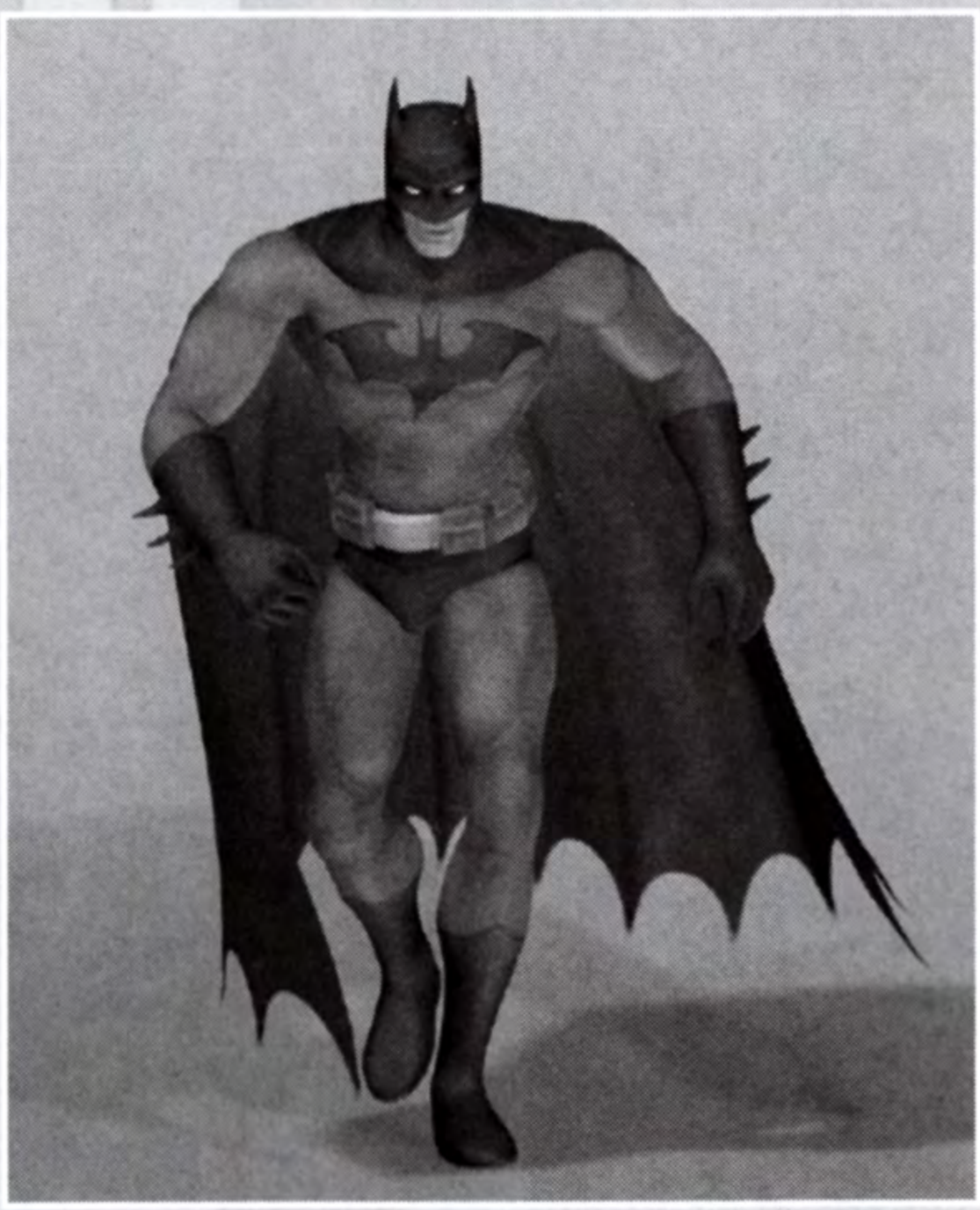
L1 + □ button

Man of Steel
Increased resistance to damage.

L1 + R1 button

BATMAN

When a common criminal murdered his parents, young *Bruce Wayne* swore to spend his life fighting crime. Training his body to the peak of human perfection and constructing an array of impressive gadgets, he became Batman, the Dark Knight of *Gotham City*.



SPECIAL POWERS

Batarang
Bat-shaped projectile that stuns and damages enemies.

L1 + ⊗ button

The Dark Knight
A swift, deadly delivery of martial arts combinations.

L1 + ○ button

Grapple Claw
Drags Batman toward the enemy so he can deliver a devastating flying kick.

L1 + △ button

Flash Bang
Creates a burst of bright light and deafening sound, stunning enemies.

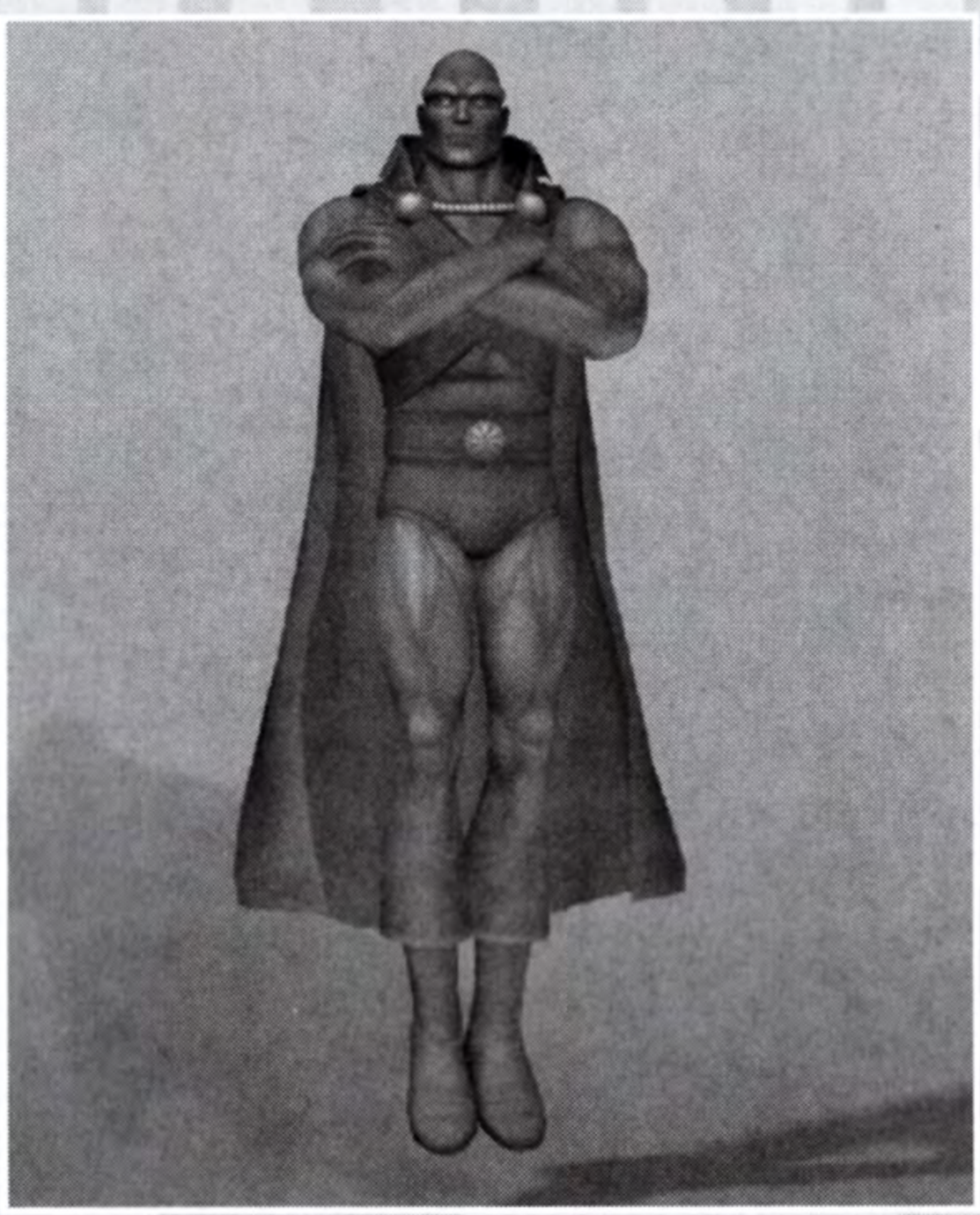
L1 + □ button

Bat Swarm
Batman throws a device that summons a swarm of bats to swoop down and attack the target, causing damage and confusion.

L1 + R1 button

MARTIAN MANHUNTER

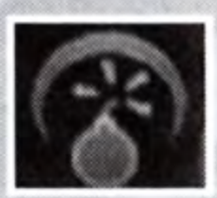
The Martian Manhunter, last survivor of his homeworld, is gifted with a seemingly endless array of superpowers. *J'onn J'onzz* was from an ancient Martian civilization possessing incredible strength and flight, as well as psionic and shapeshifting abilities. The Martian Manhunter fights to defend his adopted Earth and is the soul of the Justice League.



SPECIAL POWERS

Psychic Pulse
Shoots a bolt of energy from his head, damaging and stunning the enemy.

L1 + ⊗ button



Mind Burst
Delivers a wave of shattering psychic energy in all directions.

L1 + ○ button

Shape Shift
Transforms the Manhunter into a beast that can fight with extra strength.

L1 + △ button

Phase Charge
Martian Manhunter partially phases out and inserts his hand into the enemy, delivering deadly damage.

L1 + □ button

Shadow Shift
Manhunter phases out, becoming invulnerable and able to pass through objects. Keep the button pressed for maximum duration of this power.

L1 + R1 button

ZATANNA

The beautiful mistress of magic, Zatanna works for the forces of light with the Justice League. Her spells, always spoken backward, give her mastery over all materials and elemental forces.

SPECIAL POWERS

	Fire Bolt Conjures a ball of fire that can be hurled at enemies.	L1 + ⊗ button
	Polymorph A morphing spell that changes Zatanna's enemies into rabbits.	L1 + ○ button
	Heal Heals the wounds of both Zatanna and her partnering Hero.	L1 + △ button
	Time Shift Temporarily slows time in an area, bringing Zatanna's enemies to a crawl.	L1 + □ button
	Protect This magical word protects Zatanna and the rest of her team from damage.	L1 + R1 button

THE FLASH

A freak lab accident infused *Wally West* with electrically charged chemicals, gifting him with unbelievable speed. Now capable of running at speeds faster than light, the Fastest Man Alive fights crime as the Flash!

SPECIAL POWERS

Pinball Attack
Zips from enemy to enemy like a human pinball, inflicting lightning quick damage.

L1 + ⊗ button

Speed Force
Accelerates the speed of all the Flash's movements and attacks.

L1 + ○ button

Charge
Charges forward, damaging enemies while allowing the Flash to pass through objects.

L1 + △ button

Supersonic Evade
The Flash zips behind enemies, allowing him to evade attacks while getting in a few free jabs to their back.

L1 + □ button

Whirlwind
The Flash spins into a whirlwind that rips into enemies, lifting them, damaging them, and throwing them to the ground.

L1 + R1 button

GREEN LANTERN

John Stewart, chosen by the mysterious guardians of Oa to be a member of the intergalactic police force called the *Green Lantern Corps,* wields the universe's most powerful weapon: the Green Lantern Ring.

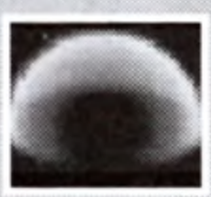
SPECIAL POWERS

Plasma Bolt — L1 + ⊗ button
Plasma bolts are fired from the Green Lantern Ring to stun and kill enemies.

Sledgehammer — L1 + ○ button
Green Lantern creates a huge hammer and smashes it down on enemies.

Grinder — L1 + △ button
The ring creates super-sized rock grinders that tear into enemies.

Detention — L1 + □ button
This green energy cage can be used to trap and contain enemies.



Protection Dome — L1 + R1 button
Creates a protective dome around Green Lantern, shielding all allies nearby.

WONDER WOMAN

Wonder Woman, also known as *Princess Diana,* is the ambassador to *Man's World* from the mystical island of *Themyscira.* A warrior with incredible strength and the power of flight, and armed with a *Golden Lasso of Truth* and the *Bracelets of Victory,* Diana is sworn to preserve peace and protect the innocent.

SPECIAL POWERS

Ricochet — **L1 + ⊗ button**
Wonder Woman throws her tiara like a boomerang, damaging enemies from afar.

Lasso Spin — **L1 + ○ button**
Wonder Woman's lasso entangles enemies and whips them around, launching them into other objects and foes.

Flying Charge — **L1 + △ button**
A headlong flight damaging all in her path.

Lasso Capture — **L1 + □ button**
Wonder Woman temporarily ensnares one or more enemies using her lasso.

Lasso Snare — **L1 + R1 button**
Using her lasso, Wonder Woman captures enemies and drags them into close range to receive a devastating blow.

THE HEADS UP DISPLAY (HUD)

HERO HUD

The Hero HUD provides real-time information on the Heroes' general status.

EXPERIENCE METER

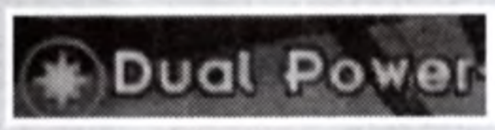
The Experience Meter shows how close a Hero is to obtaining the next level. Experience is gained by defeating enemies and collecting the Experience Orbs that fall from them. When the Experience Meter is full, the Hero levels up, gaining one or two skill points (depending on the Hero's current level), which can then be used to increase a power. (See page 19 for more details.)

HEALTH & POWER METERS

The orange Health Meter shows how much more damage the Hero can take before going unconscious. The blue Power Meter shows how much energy the Hero has left to spend on using his or her special superpowers.

HEROIC METER

The Heroic Meter increases as the Heroes flawlessly deal out damage to their enemies. Bonuses are awarded when the meter is full, signalling a Heroic attack. The Heroic Meter is filled by delivering complex combinations — simple punches or superpowers will fill the meter but will take much longer. The Heroic Meter is drained if the Heroes receive any damage.



MESSAGES

Text below the HUD gives messages about pick-ups and possible actions.

ENEMY HEALTH METER

The Enemy Health Meter (located at the bottom of the screen) shows how close the Heroes are to defeating their current enemy.

ATTACK STATUS

In single-player mode, you can set your partnering AI Hero's attack status, choosing from:

- *Normal* (directional buttons ⬇)
- *Offensive* (directional buttons ➡)
- *Defensive* (directional buttons ⬅)

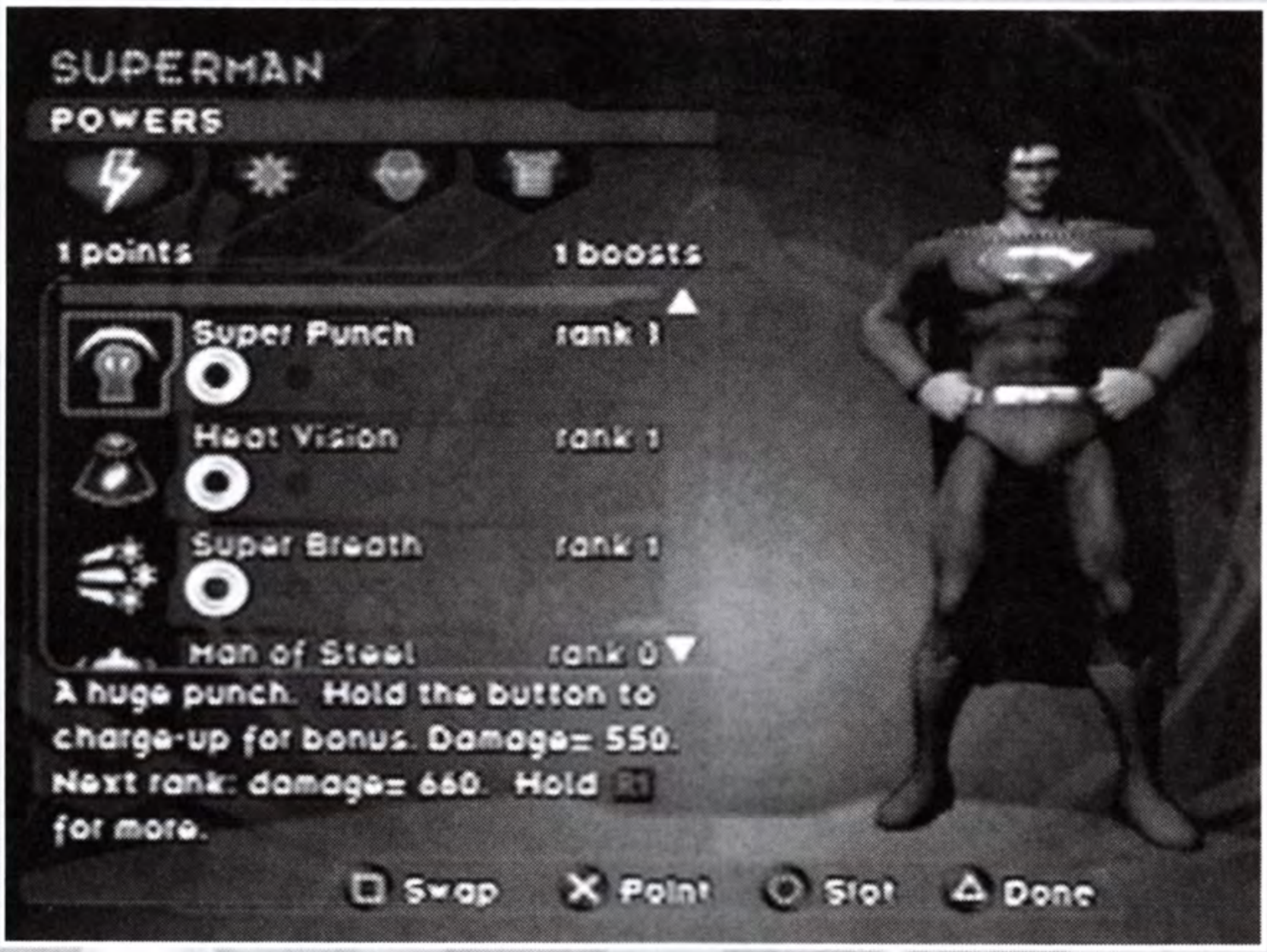
MAPS

You can view the map by pushing in the R3 button (push in right analog stick). Push the button repeatedly to toggle between large view, small view, and off.

HERO INVENTORY

THE STATS SCREEN

Press the SELECT button to access the Stats Screen for the Hero you are currently controlling. To swap Heroes while in the Stats Screen, press the ● button.



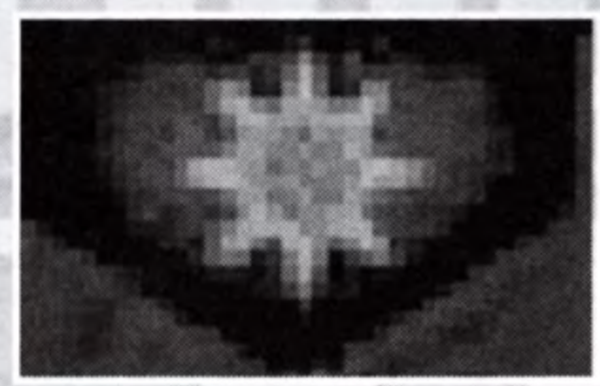
- In two-player games, if either player presses the SELECT button. the game will pause and the Stats Screen will be displayed. The screen is divided vertically, displaying stats for both Heroes. Both players can simultaneously make any changes desired to the Heroes' attributes in this screen.
- In single-player games, you can only see one Hero's stats at a time on the Stats Screen.

POWERS

As your Heroes gain in levels, they accumulate skill points that can be used to augment their existing superpowers or even gain new ones. Use the left analog stick or directional buttons to scroll up and down the Powers Menu to see your options.

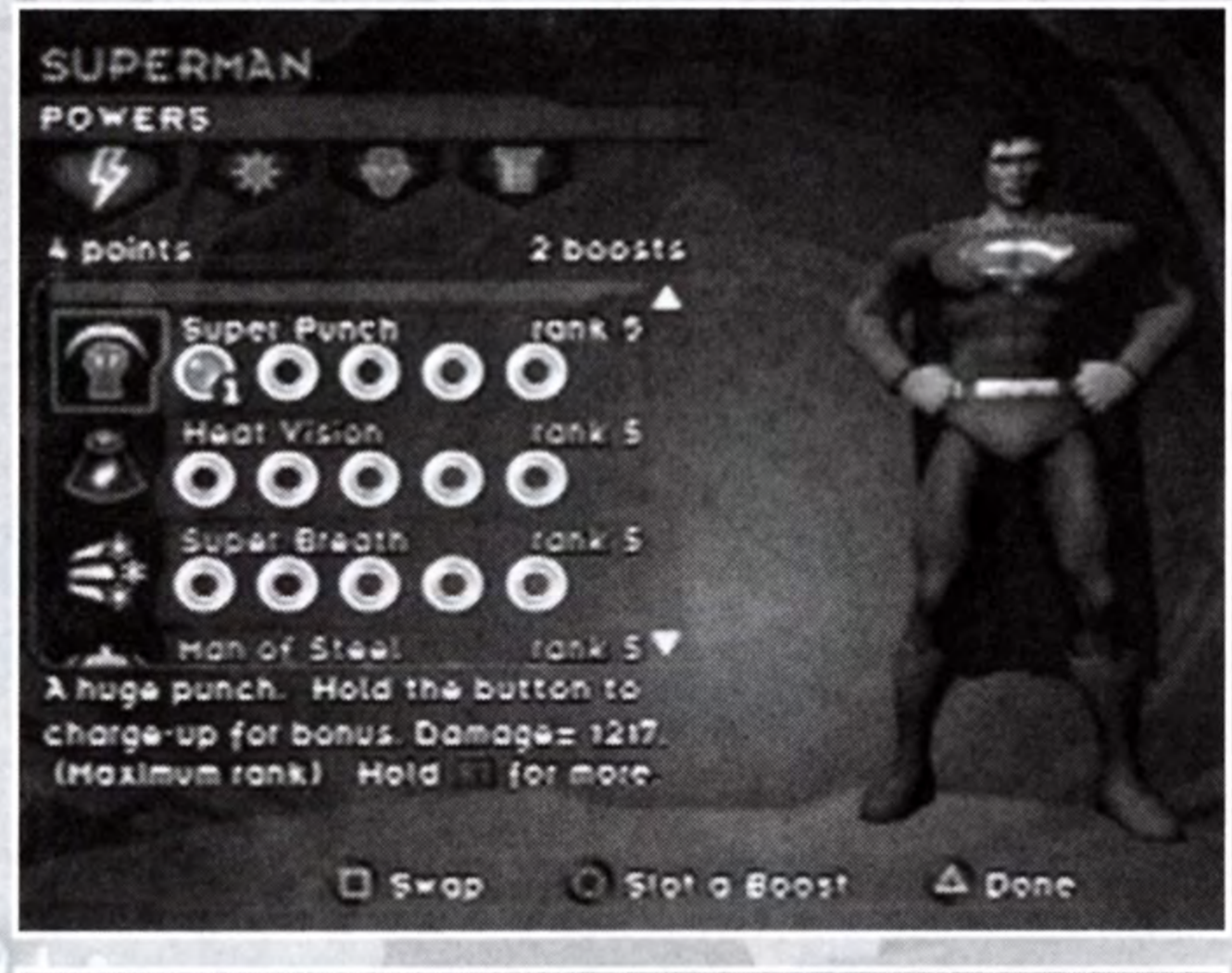
At the bottom of the screen, you'll see a description of what the highlighted power does. For a more information about the power, press the R1 button. Press the ⊗ button to assign a skill point to a power.

BOOSTS

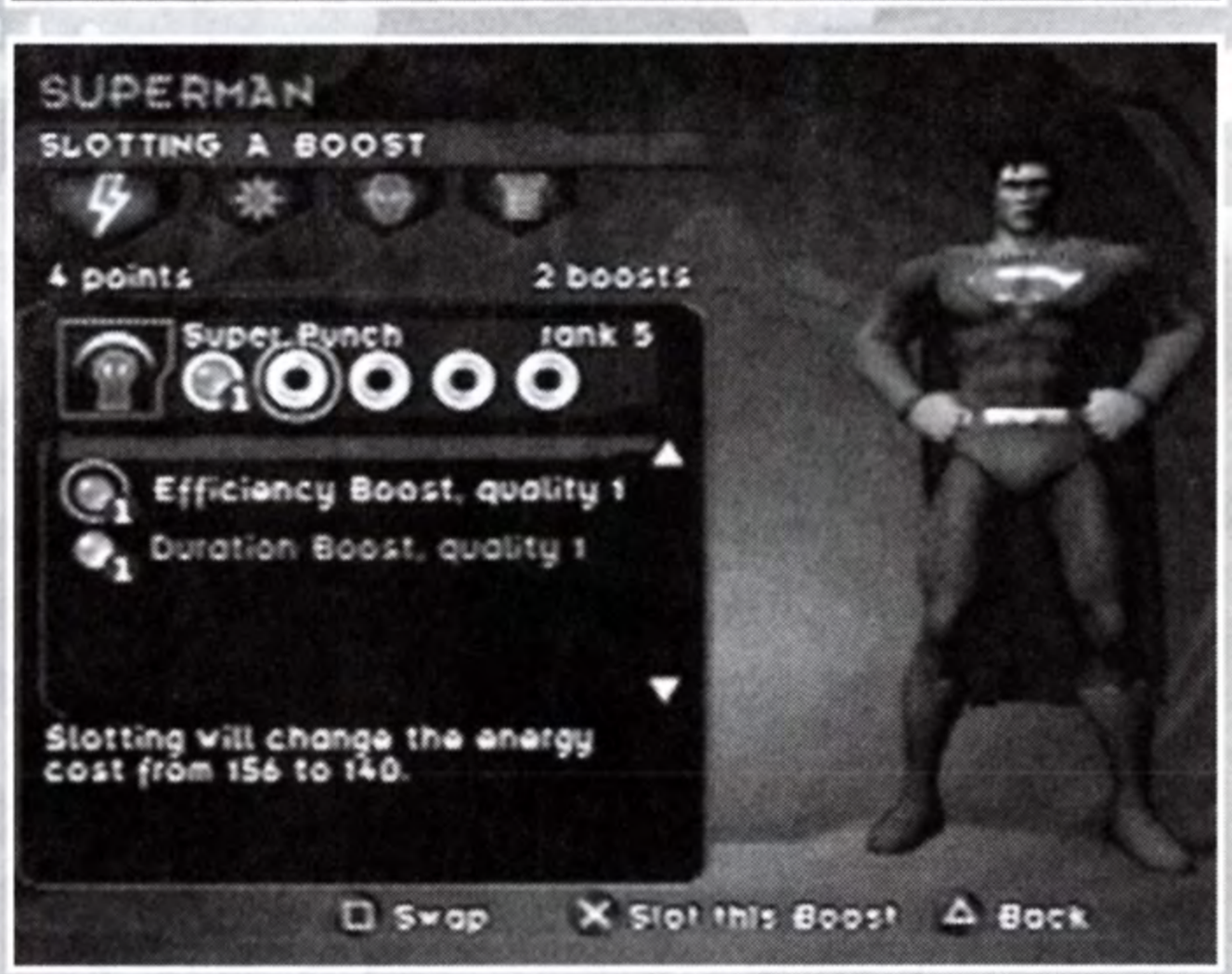


Boosts are tokens you collect that allow you to augment a Hero's powers. They generally appear over the body of a defeated enemy. Once collected, they can be viewed and assigned in the Heroes' Stats Screens. Assigning a Boost to a power can make it more efficient, stronger, faster or longer-lasting. The more powerful the Boost, the more the superpower will be augmented.

To boost a Hero's power, use the left analog stick or directional buttons to highlight the power you want to enhance, then press the ◉ button.



You are then taken to the Boost Screen where you can view all Boost details for the selected superpower.

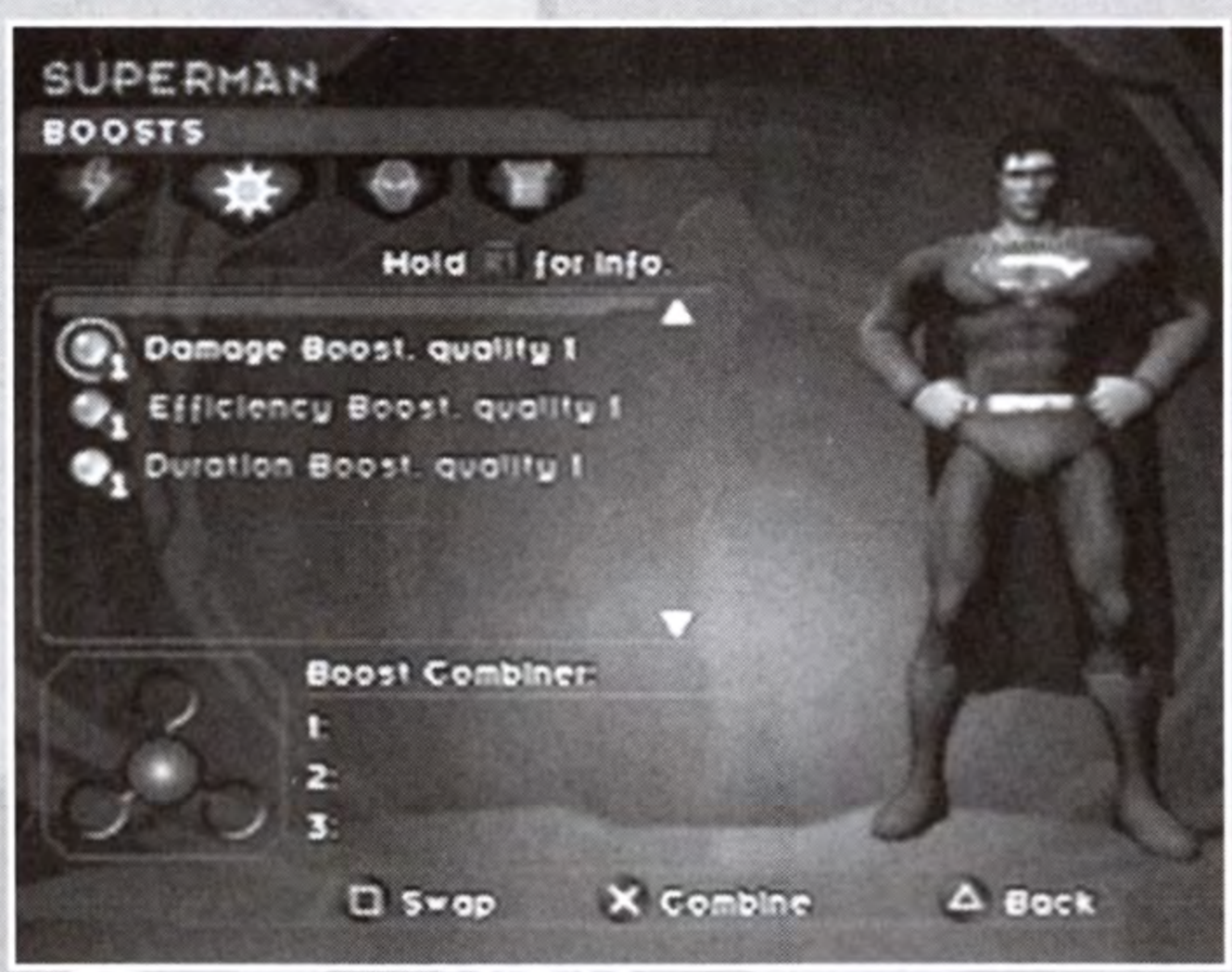


Use the left analog stick or directional buttons to highlight the Boost you want to slot, and press the ⊗ button to confirm. Once confirmed, the Boost will increase that character's superpower permanently. If you replace it with a different Boost, the original is lost, and the new Boost takes effect.

The Boost system is designed to be flexible so that you can experiment and explore various Boost configurations.

Note: Once you assign a Boost to a slot and confirm, the Boost is permanent. You cannot then reassign that Boost to another slot. However, you can overwrite Boost slots. For example, after assigning an Endurance Boost to a slot, you can overwrite this Boost with a Damage Boost.

The Boost Stats Screen allows you to manage your collected Boosts before you assign them to your Hero's superpowers. From the Boost Stats Screen, you can select a Boost and choose to combine it with other Boosts to make it more powerful. (See *Combining Boosts* on page 22 for details.)



There are six types of Boosts, and each one affects a power in a different way. The types are:

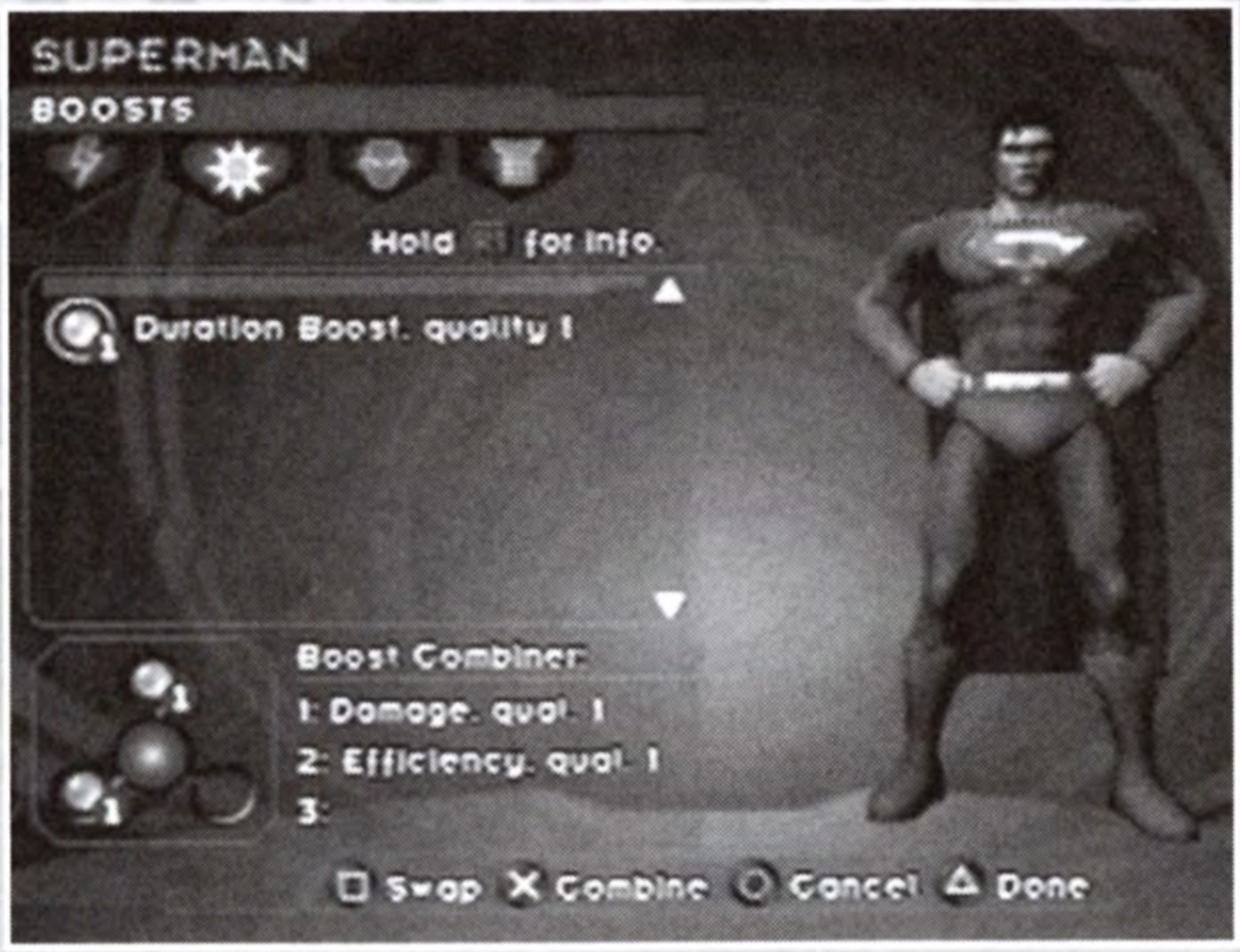
- *Damage* — Increases the damage inflicted by the Hero on an enemy.
- *Efficiency* — Decreases the power cost of each superpower.
- *Range* — Increases the range or area of effect of a Hero's power.
- *Luck* — Increases the probability of a critical hit (bonus damage) or, if assigned to a defensive power, a greater chance to evade an attack.
- *Speed* — Decreases the recovery time needed between special powers.
- *Duration* — Increases the duration of the power or stun effect.

Boosts come in different qualities, from 1 to 7. In the beginning of the game, you will only find lower quality Boosts. As you progress, you will find increasingly better Boosts that you can use to upgrade your Hero by replacing existing Boosts.

Boost properties may change depending on the power into which you slot a Boost. Pay close attention to the information displayed at the bottom of the screen when slotting a new Boost.

COMBINING BOOSTS

In the Boost Stats Screen, you can combine three Boosts to receive a new one. The resulting Boost will always be one of the six main types of Boosts. The highest quality Boost in the game is 7.



To combine Boosts, use the left analog stick or directional buttons to highlight the Boosts you want to combine, and press the ✕ button to select them. Once you're selected three Boosts, press the ○ button to combine them into one new Boost.

Of the original three Boosts, the highest-quality Boost will determine the Boost type of the newly combined unit.. If there is a tie for highest quality, the new Boost's type will be randomly chosen from the Boosts of equal quality.

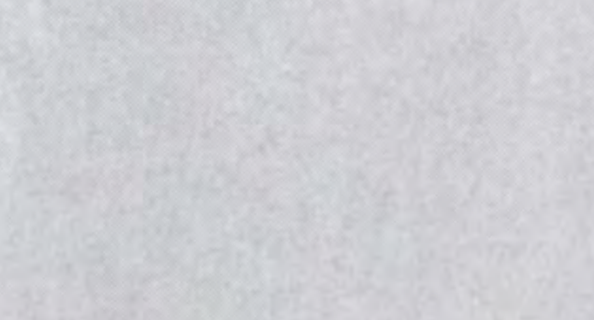
You can then assign the newly created Boost to the superpower you want to enhance in the Powers Menu. (See *Powers* on page 19 for details.)

BIO

The Bio Screen provides information on stats, experience, level, health and energy, as well as providing a bio on the selected Hero.

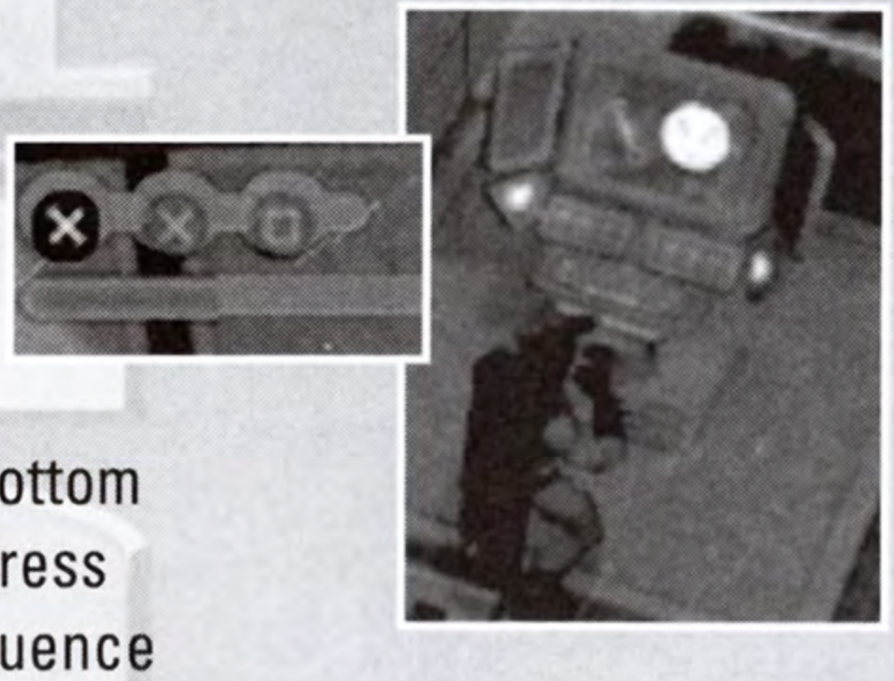
LOG

The Log provides details on items you collect throughout the game. Specifically, you can view the number of shields you've collected and use them to purchase unlockable Heroes and costumes.



PUZZLES, POWER-UPS & BOOSTS

PUZZLES & DOORS



Scattered throughout the game are various doors and puzzles that require you to push a sequence of buttons in a certain order to unlock or solve them. When the Hero gets near one of these puzzles, a prompt will appear at the bottom of the screen, asking you if you're ready to start. Press the ■ button to pop up a graphic showing the sequence of buttons you must press in the order shown. You have a limited time to enter the correct sequence, or you fail the puzzle.

EXPERIENCE ORBS, POWER-UPS & BOOSTS

Experience Orbs, Power-Ups and Boosts are collectible tokens that are generally dropped by defeated enemies during combat. These help the Heroes gain strength and remain healthy when the going gets tough.

EXPERIENCE ORBS

All enemies drop Experience Orbs when defeated. To gain experience, the Heroes must gather these orbs before they fade away. Luckily, these orbs have a slight magnetic quality that automatically attracts them to Heroes, making it easy for the Heroes to sweep them up without much effort.

POWER-UPS

Power-Ups provide immediate boosts to a Hero's Heath or Power Meter.

- *Health Power-Up* — Heals the Hero's health to 100%.
- *Energy Power-Up* — Refills the Hero's energy to 100%.
- *Dual Power-Up* — Heals the Hero's health to 100% and refills the Hero's energy to 100%.

BOOSTS

Boosts are items you can collect to increase a Hero's powers. Once collected you can view and assign them in the Heroes' Stats Screens. (See page 20 for more information on how to use Boosts.)

CREDITS

Developed by
SNOWBLIND STUDIOS

Douglas Albright
Andrew Arconti
Joel Blakely
Charlyn Bradford
Jessica Brunelle
Loren Bryant
Daniel Choe
Brian Despain
John Feil
Ryan Gaule
Ryan Geithman
Miles Germer
Paul Haugerud
J.J. Hoesing
Chris Hoge
Rom Impas
Brian H. Johnson
Jason Kim
Paul Knutzen
Richard Le
Ralph Lewis
Michael D. Moore
Randall Ng
Josie Nutter
Javier Rodriguez
Jason Runta
Raoul Said
Amanda Sartor
Ian Scott
Colin Sipherd
Adam Smeltzer
Scott Smith
Brian Sostrom
Colin Tennery
Damon Thompson
Ryan Thorlakson
Aaron Trulson
John Van Deusen
Jake Vice
Max Wagner
Matt Wilson
Josh Wittner

Published by
WARNER BROS. INTERACTIVE ENTERTAINMENT

Producer
Jason Ades

Additional Production Support
Ricky Early
Andrew Hoffacker
Jeff Nachbaur
Doug Rukavina
Gary Sheinwald
David S. Cohen
Nick Torchia
Nathan Whitman

Director of Production
Jonathan Eubanks

Director, Product Marketing
Julian Hollingshead

Director of Public Relations
Remi Sklar

Senior Marketing Coordinator
Jillian Gibson

Manager of Rights and Clearances
Karen Pierson

Attorney
Jeneba Konare

Vice President of Finance and Administration
Steve Chalk

Manager of Financial Reporting
Reggie Goco

Senior Vice President of Operations
Debra Baker

Senior Coordinator of Operations
Wendy Bozzi

Senior Vice President
Jason Hall

Special Thanks
David Abrams
Kelly Ades
Shayna Ades
Austin Boulware
Heidi Behrendt
Chris Chen
Liz Cho
Scott Cuthbertson
Philippe Erwin
Kirsten Gavoni
Jack Geithman
Marti Esteva
Albert Fernandez
Penda Hoge
Scott Johnson
Stephanie Johnson
Rita Kedineoglu
Scot Kramarich

Michael Leon
Jack Maeby
Denise Maratas
Brian Miller
Jamie O'Brien Moore
Baby Ng
Juan Ojeda
Samantha Ryan
Angel Sisson
Michael Steuerwald
Jennifer Stump
Lowell Vaughn
Daniele Mathras

In-Game Sound by
WARNER BROS. SOUND FACILITIES

Supervising Sound Designer
Gregory J. Hainer, M.P.S.E.

Dialogue Editor / Sound Designer
Ron Fish

Dialogue Editor / Sound Assistant
Jacques Slade

Dialogue Editors
Roy Braverman
Tim Stutts

Foley Artists
John Roesch
Alyson Moore

Foley Mixer
Mary Jo Lang

Foley Recordist
Scot Morgan

VP Post Production
Kim Waugh

Cinematics Movie Sound by
WARNER BROS. SOUND FACILITIES

Supervising Sound Designer
Gregory J. Hainer, M.P.S.E.

Dialogue Editor / Sound Designer
Ron Fish

Foley Editor
Solange Schwalbe, M.P.S.E.

Assistant Foley Editor
Alan Bradbury

Foley Artists
John Roesch
Alyson Moore

Foley Mixers
David Jobe
Mary Jo Lang

Foley Recordist
Scot Morgan

Re-Recording Mixer
Gregory H. Watkins, C.A.S.
Tim LeBlanc

VP Post Production
Kim Waugh

Additional Voice-Over Recording by
Scorpio Sound
Skylark Sound Studios
Monkeyland Audio

Original Music Composition by
GAME AUDIO LTD., www.gameaudio.com

Licensed by
DC COMICS

Producer
Gene Bahng

Project Manager
Dana Kurtin

Special Thanks
Marc Bolling
Richard Bruning
Jay Kogan
Linda Lee
Paula Lowitt
John Nee
Ron Perazza
Cheryl Rubin

Written by
DWAYNE McDUFFIE

Story by
SNOWBLIND STUDIOS
& DWAYNE McDUFFIE

VO Casting/Directing
Brigitte Burdine
BB Casting & Production Services, Inc

Assistants to Ms. Burdine
Keith Clark
Ricky Early
Heather Rivers

Cast

Superman
Crispin Freeman

Batman
Ron Perlman

Wonder Woman
Courtenay Taylor

Flash
Chris Edgerly

Green Lantern
Michael Jai White

Martian Manhunter
Daniel Riordan

Zatanna
Kari Wahlgren

Supergirl
Tara Strong

Green Arrow
Ralph Garman

Hawkgirl
Collette Whittaker

Huntress
Vanessa Marshall

Black Canary
Jennifer Hale

Aquaman
Bryce Johnson

Hal Jordan/Kyle Rayner
John Rubinow

Brainiac
Peter Jessop

Darkseid
David Sobolov

Doomsday
Charlie Davis

Gorilla Grodd
Neil Kaplan

Killer Frost
Nika Futterman

Queen Bee
Abby Craden

Solivar
Nick Jameson

The Key
Carlos Alazraqui

White Martian Leader
Steve Blum

Creatures/Civilians
Fred Tatasciore

Computer, Scientists
Chris Smith

Screaming Hands
Brigitte Burdine

Cameos
Heather Ashliegh
Jason Ades
Kelly Ades
Keith Clark
Ricky Early
Terry Gregory
Gregory Hainer
Chris Hoge
Andrew Hoffacker
Brian Miller
Julian Hollingshead

Cinematics by
PLASTIC WAX PTY LIMITED

Supervisor / Director
Ron Roberts

Executive Producer
Tony Pittorino

Producer
Kirsty Lee Simmons

Storyboards
Mad Cow Pictures

Lead 3D Artist
Shamus Baker

3D Artist Team
Adam MacGowan
Alberto Santiago
David Little
Dean Wood

Eye Candy Animation
Julian R Morris
Lyle Carroll
Nick Cuyten
Paul Bajada
Richard Pritchard

Motion Capture Supervisor
Sina Azad

Motion Capture Team
Pete Woodley-Page
Lee Murray
Alejandro Garrido Portocarrero

Motion Capture Actors
Zuzi Fort
Ben Seton
Robert Woodhead
Rebekah Foord
Lee Murray

Lead Animator
Damien Simper

Animation Team
Ray Willis
Kate Kerrigan
Mark Comedoy
Lee Murray
Phillip Jennings

Flux Animation Studio Ltd
Adam MacGowan
Sina Azad
Pete Woodley-Page
Nick Cuyten

Special Effects Team
Sidney Cheng
Alejandro Garrido Portocarrero
Allan McKay
Nick Cuyten
Alberto Santiago

Lighting & Render Lead
David Brown

Lighting & Render Team
Jay C Miller
Kristian Doyle
Kris Pedlow

Lead Compositor
Ron Roberts

Compositing Team
Matthew French
Daniel Brown

Audio Engineer and Editor
Stuart Spoard

QA and Localization Services by
BABEL MEDIA

Senior Project Manager
Emma Timms

Audio Management Team
Adam Chapman
Sergio Massabò

Project Manager
Garry Mullett

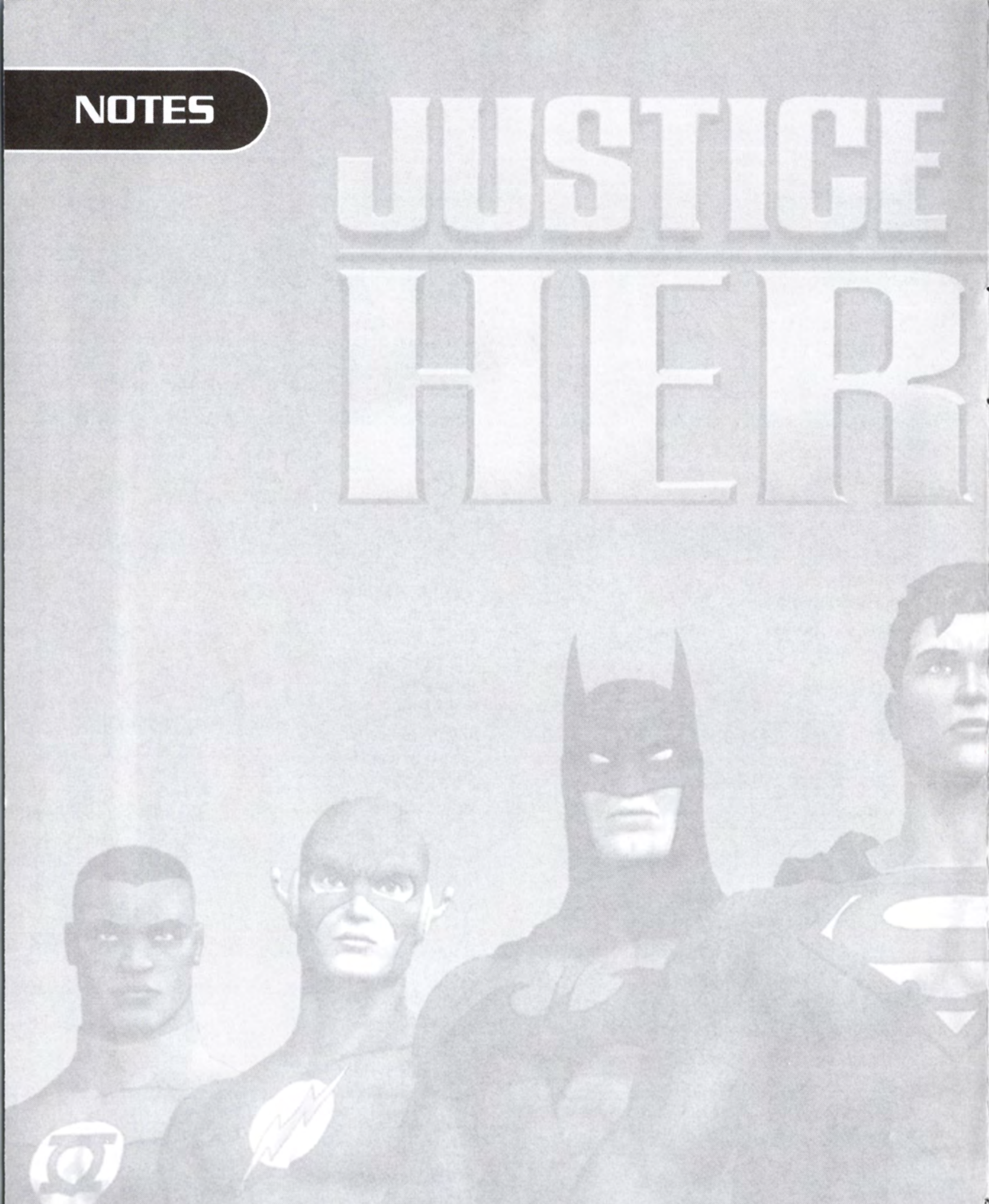
QAC
Michel Gaudreault
Steve Beauchamp

Testers
Marc Brunet
Tim Jahn
Rodney Dickson
Leslie Chartier
Mathieu Fortin
Woolie Madden
Vlad Vrabie
Thomas Ng
Jonathan Hanley
Nicolas Roy
Ramcees Gonzalez
William Paré
Ryan Osbourne
Kin Yiu
Martin Gagné
Philippe Monaco
Peter Reid
Xinyi Shawn Xu
Shane Vaillancourt
James Small
Roch Denis Gagnon
Raymond Wright
Jacob St-Laurent
Anja Banka
Sacha Plura
Solomon Ibrahim
Giovanna Pellecchia
Matthew Braithwaite
Ryan Bridgman
Alex-Andre Benoit
Julien Vachon
Brian Abramson
David King
Kevin Pierre
Laurence Bertrand
Raymond Wright
Gordon Patton
Shaun Miller
Chris Gad

Translators
Yann Lahellec
Yvonne Tran-Mai

Think AMDS
Lia Desotgiu
Anke Mittelberg
Kerstin Fricke
Natalia Brines-Moya
Diana Díaz Montón

NOTES



CUSTOMER SERVICE & TECHNICAL SUPPORT

TECHNICAL SUPPORT

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact Warner Bros. Interactive Entertainment ("WBIE") Customer Service Department by calling us at (410) 568-3680, by emailing us at support@justiceleagueheroes.com or on the web at www.justiceleagueheroes.com/support before returning the Product to a retailer. Please do not send any Product to WBIE without contacting us first.

Limited Warranty

WBIE warrants to the best of WBIE's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is" without express or implied warranty of any kind, and WBIE is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect in materials or workmanship occurs during this ninety (90) day warranty period, WBIE will either repair or replace, at WBIE's option, the Product free of charge. In the event that the Product is no longer available, WBIE may, in its sole discretion, replace the Product with a product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate (to WBIE's satisfaction) that the Product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the WBIE Customer Service Department of the problem requiring warranty service by contacting support@justiceleagueheroes.com or on the web at www.justiceleagueheroes.com/support. If the WBIE service technician is unable to solve the problem by phone or on the web via email, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof of purchase within the ninety (90) day warranty period to:

Warner Bros. Customer Support
10720 Suite #2 Gilroy Road
Hunt Valley, Maryland 21031

WBIE is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to the customer.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or WBIE (including but not limited to, non-licensed game enhancements and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; or (e) the Product's serial number has been altered, defaced or removed.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE WBIE. ANY OTHER IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF ORIGINAL PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL WBIE BE LIABLE FOR ANY DIRECT, SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary from state to state.

JUSTICE LEAGUE HEROES Software © 2006 Warner Bros. Entertainment Inc. All other elements © 2006 DC Comics. SNOWBLIND STUDIOS is a registered trademark of Snowblind Studios, Inc. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

DC LOGO, JUSTICE LEAGUE HEROES and all related characters and elements are trademarks of and © DC Comics.
WB GAMES LOGO, WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s06)

Copying of this Product or any of its contents or elements is illegal and is prohibited by the United States and international copyright laws. Back-up or archival copies of the Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

BUY A SEASON PASS AND BRING A FRIEND FOR FREE!

Go to **sixflags.com**. *Enter the code* **JLHEROES** *when you buy a season pass and you'll bring a friend for FREE.*

45 YEARS Six Flags®

Offer only available online at sixflags.com. Discount not available at main gate for purchase or other Six Flags ticket locations. Cannot be combined with any other discount admission including: Single Day, Two-Day, Child, Multi Park or Evening Discount Tickets. Not valid at New Jersey Safari, Water Parks or 3 Park Tickets. Discount cannot be sold, bartered or redeemed for cash. Operating schedules may vary by Park. Please visit sixflags.com for a list of parks, operating schedules and to purchase tickets. Valid through May 31, 2007. Not valid at Water Parks. NLU 99834. SIX FLAGS and all related indicia are trademarks of Six Flags Theme Parks Inc, ®, TM and © 2006. JUSTICE LEAGUE and all related characters and elements are trademarks of and © DC Comics. (s06) ppi10625

Sony Computer Entertainment America takes no responsibility for this offer.